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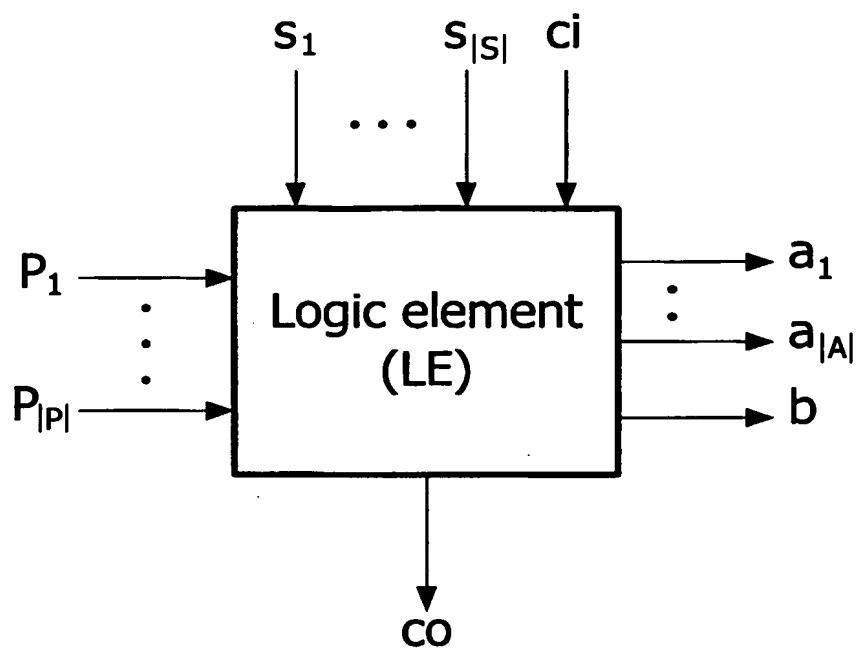


FIG. 1

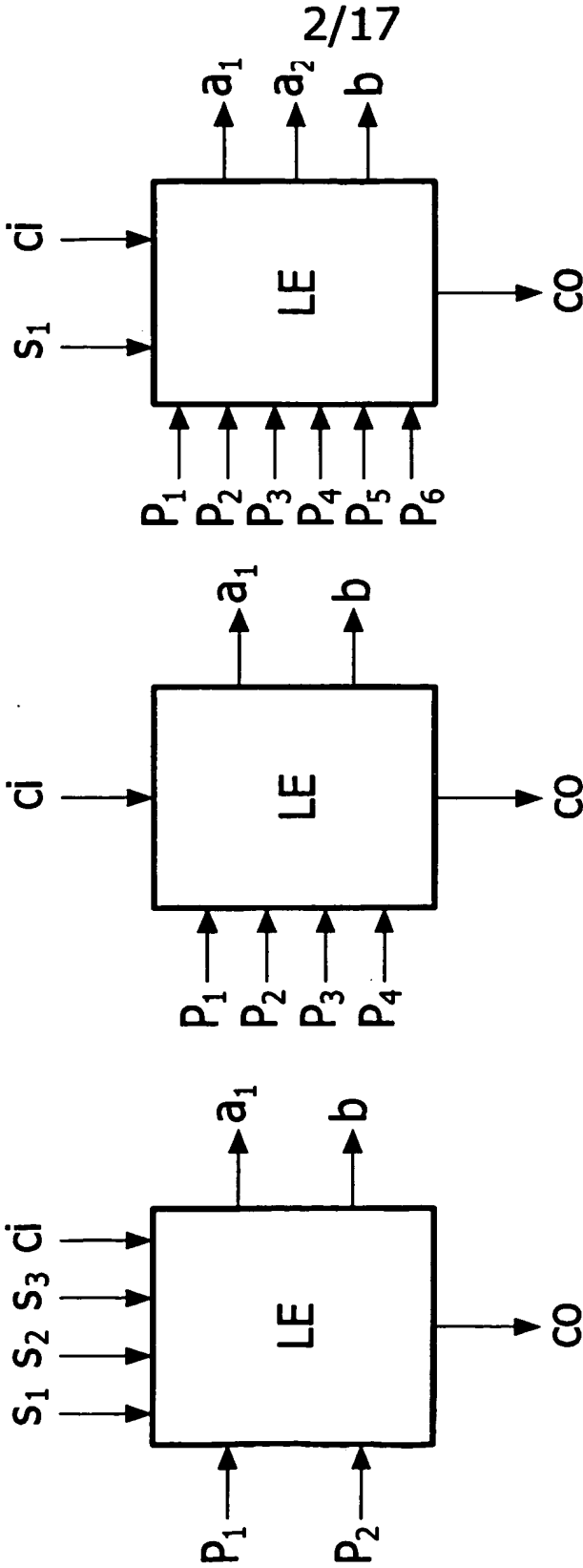


FIG. 2a

FIG. 2b

FIG. 2c

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TYPE	P	S	A
Data-path oriented	2	3	1
Random-logic oriented	4	0	1
Memory-oriented	6	1	2

FIG. 3

TYPE	Boolean	Arithmetic	Memory
Data-path oriented	2	1	-
Random-logic oriented	4	1	-
Memory-oriented	5	2	2

FIG. 4

TYPE	X	S	Y
Data-path oriented	$2 * N $	3	$ N $
Random-logic oriented	$\max(\log N + 4, 2 * N)$	0	$ N $
Memory-oriented	$6 * N $	1	$2 * N $

FIG. 6

TYPE	Boolean	Arithmetic	Memory
Data-path oriented	$\log N + 2$	$ N $	-
Random-logic oriented	$\log N + 4$	$ N $	-
Memory-oriented	$\log N + 5$	$2 * N $	$2 * N $

FIG. 7

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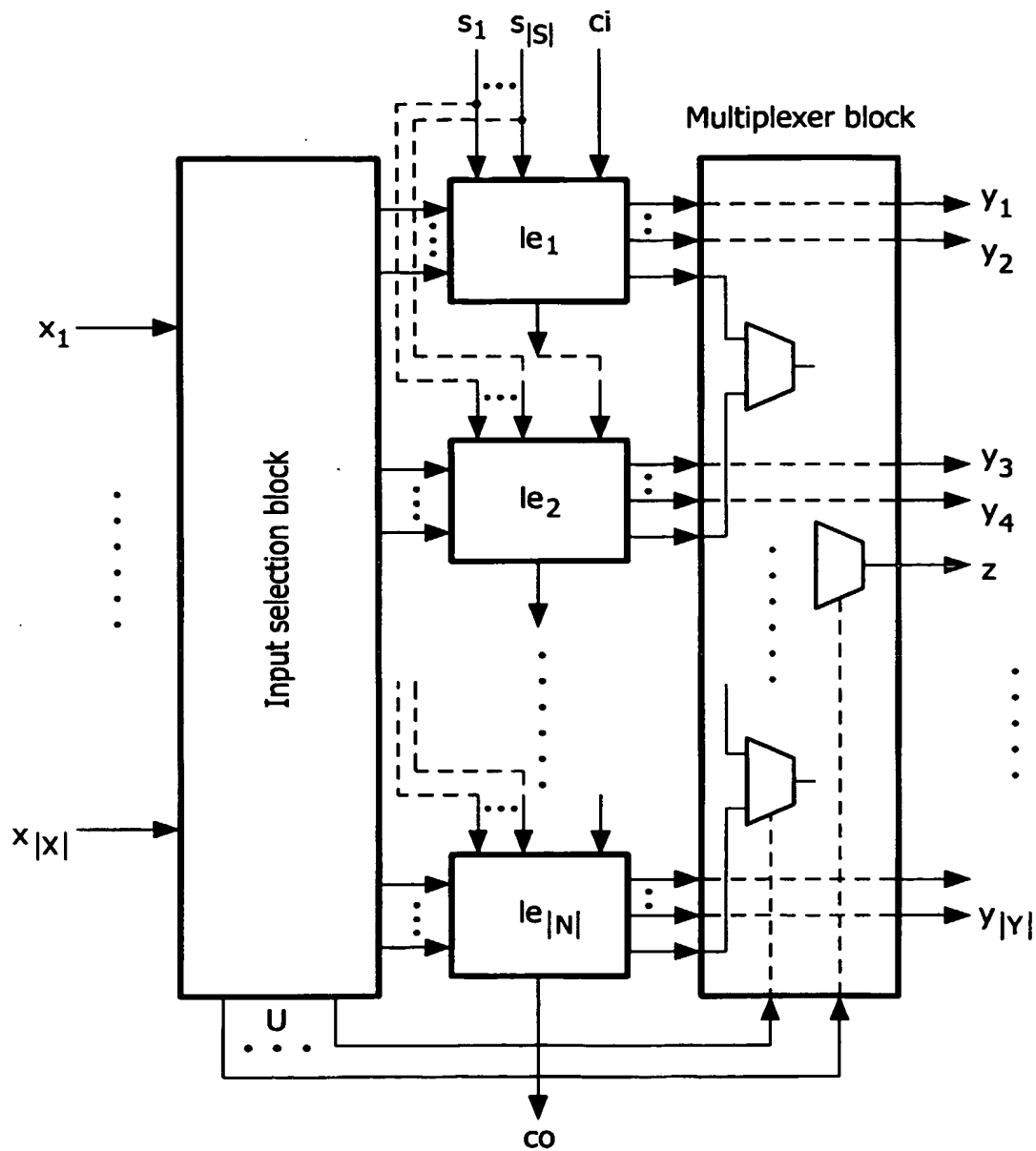


FIG. 5

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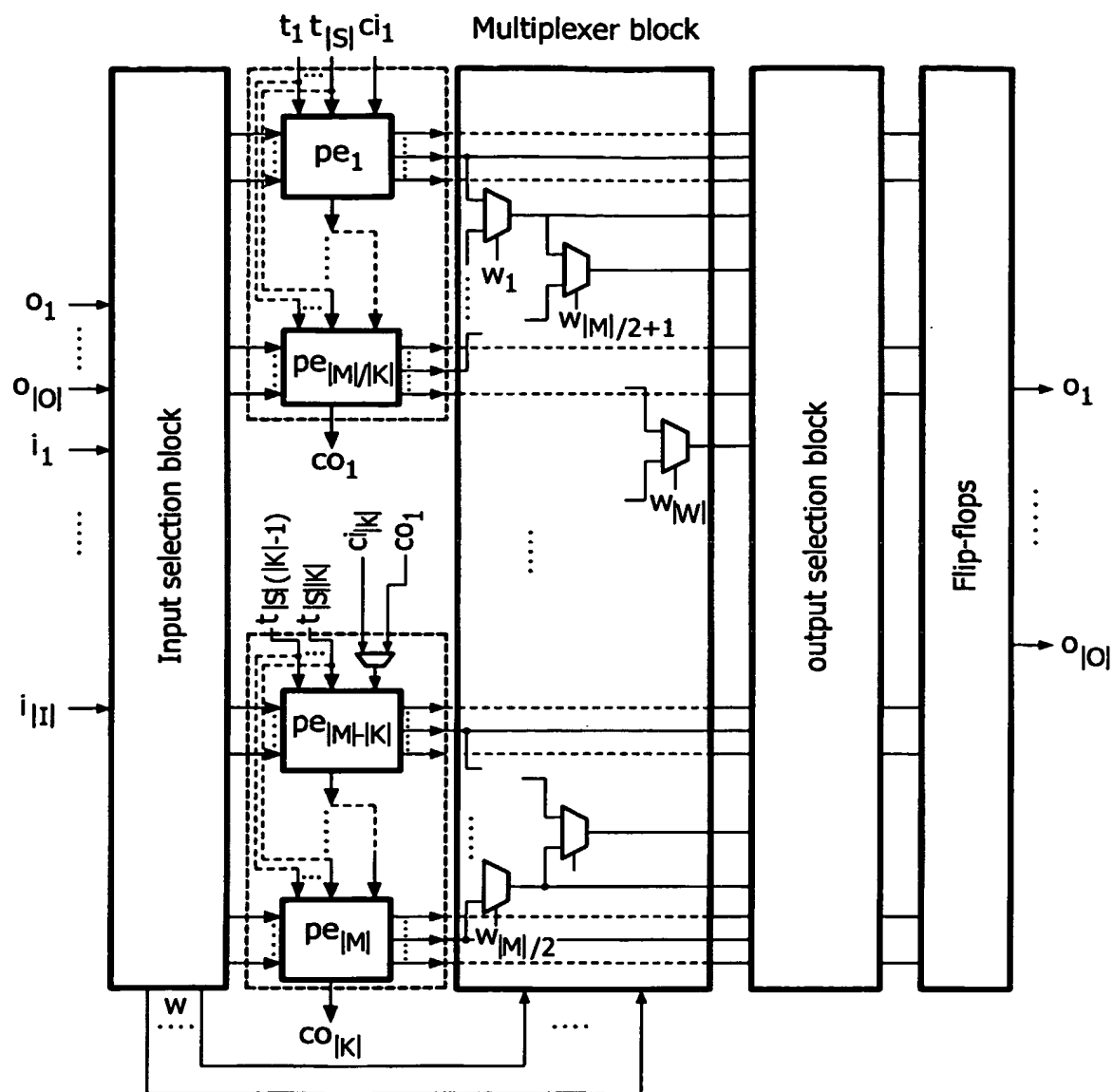


FIG. 8

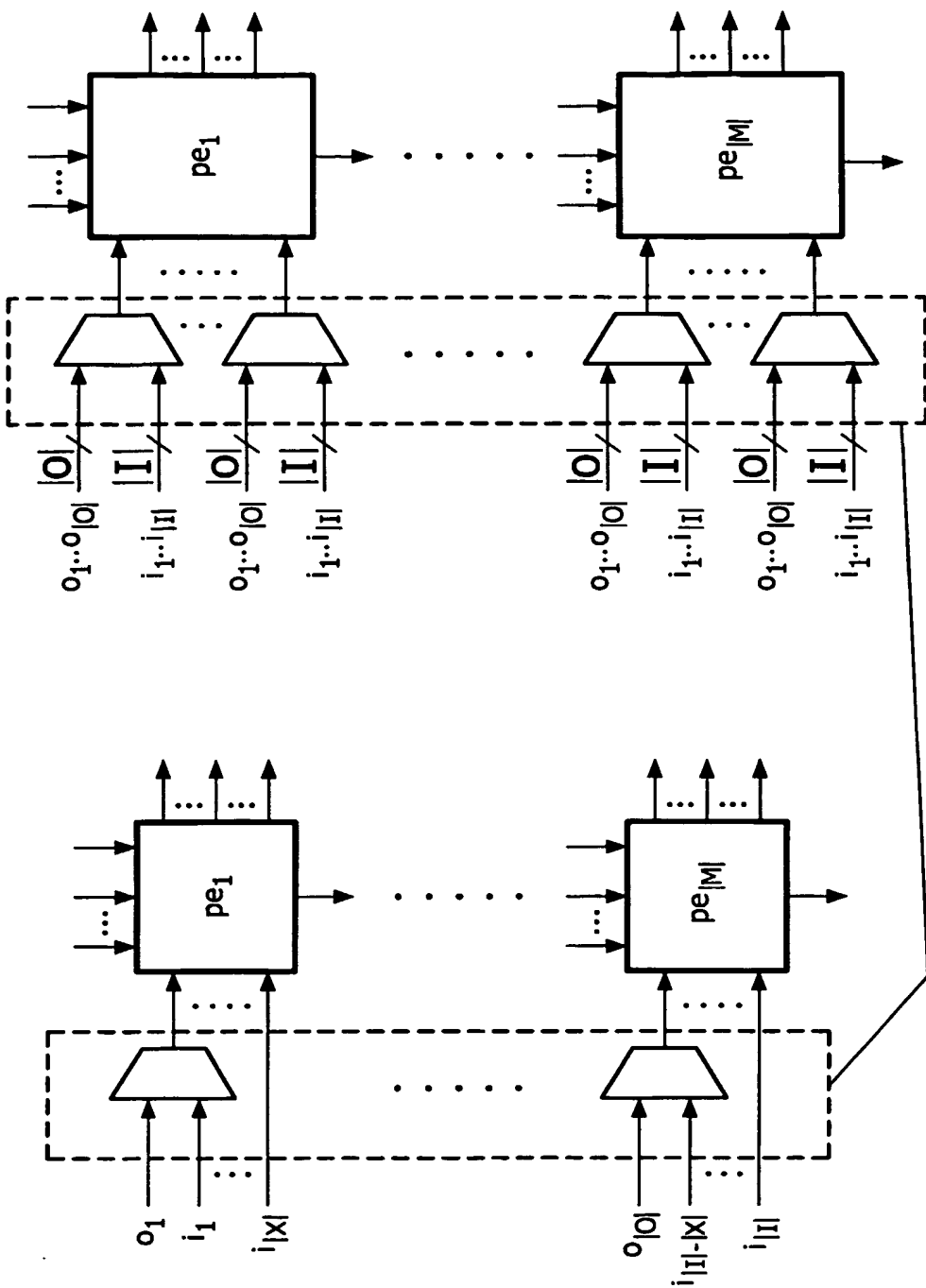


FIG. 9b

FIG. 9a

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TYPE	I	O
Data-path oriented	$ X * M $	$ Y * M $
Random-logic oriented	$\max(X /2 * (M + 1), X * M * 2)$	$ Y * M $
Memory-oriented	$ X * M $	$ Y * M $

FIG. 10

TYPE	Boolean	Arithmetic	Memory
Data-path oriented	$\log M * (\log N + 2)$	$ M * N $	-
Random-logic oriented	$\log M * (\log N + 4)$	$ M * N $	-
Memory-oriented	$\log M * (\log N + 5)$	$2 * M * N $	$2 * M * N $

FIG. 11

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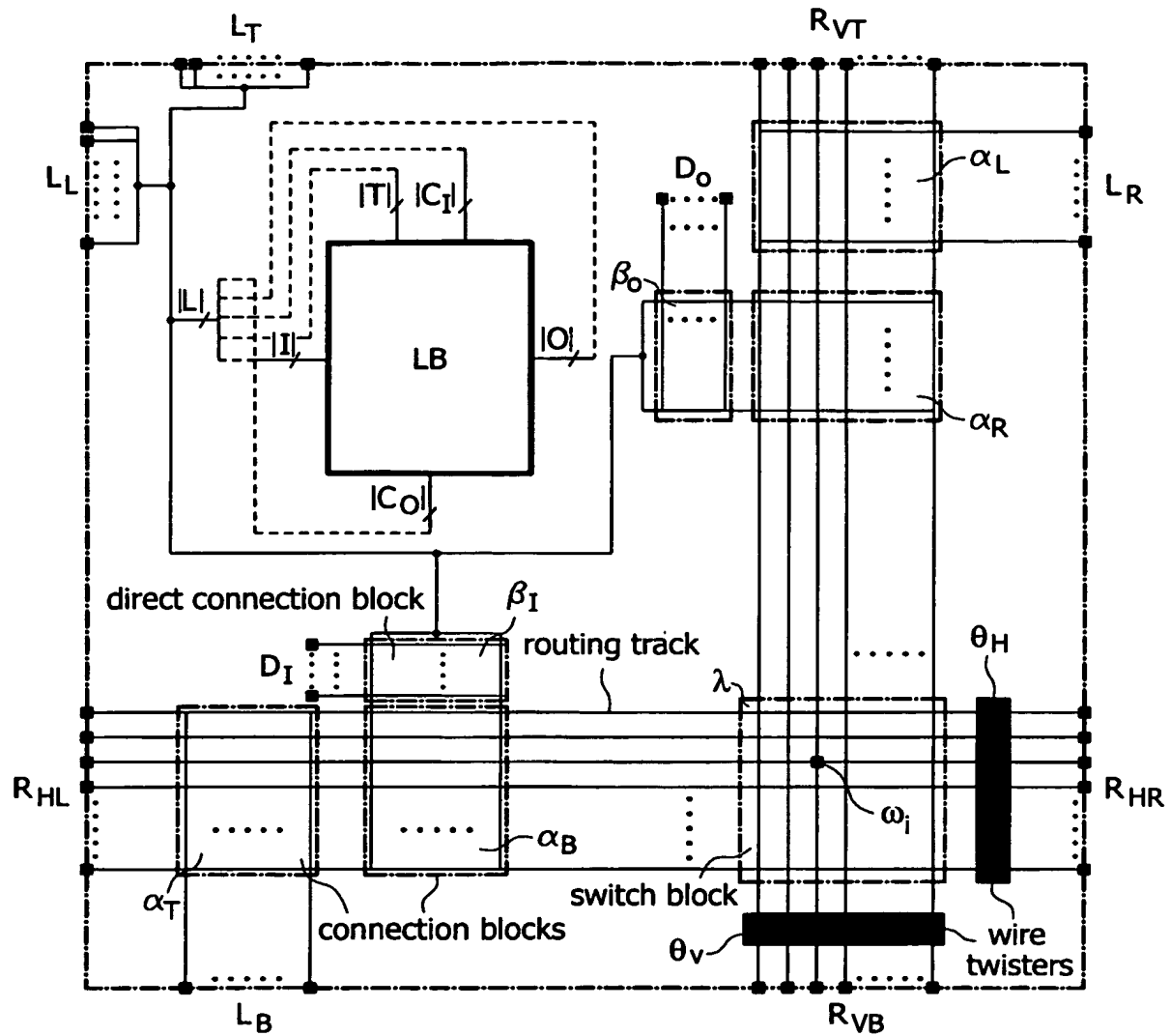


FIG. 12

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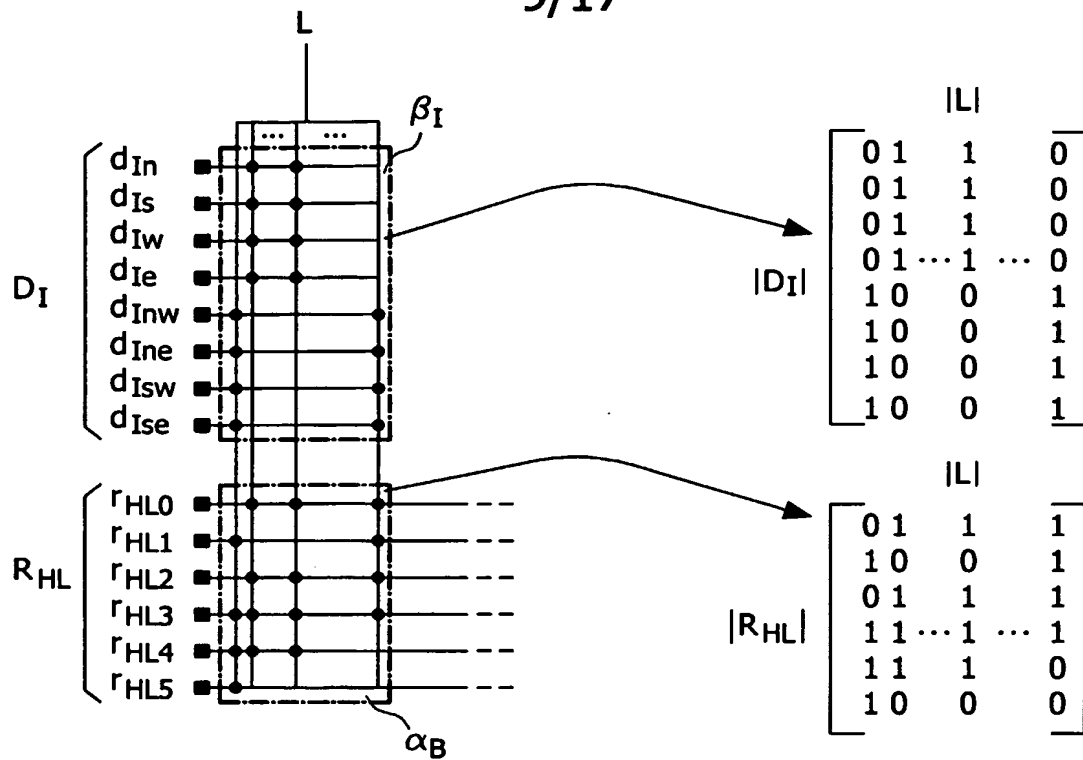


FIG. 13a

FIG. 13b

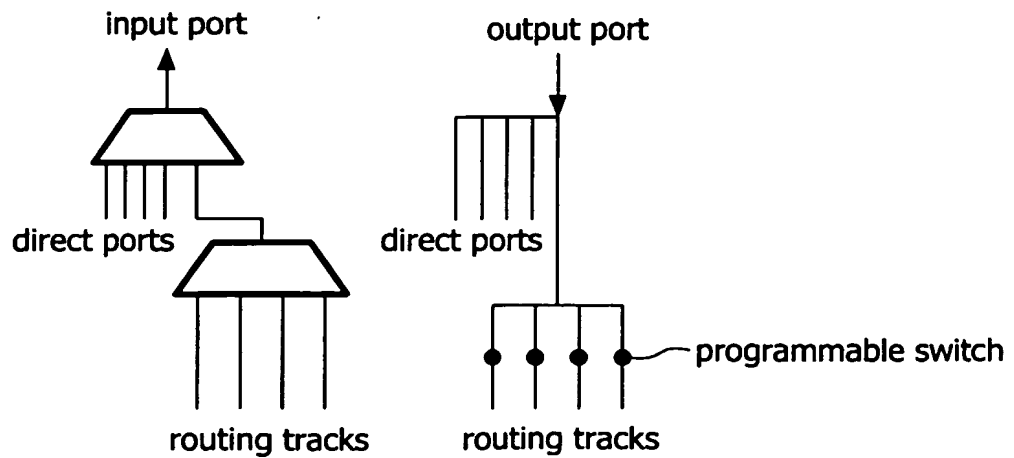


FIG. 13c

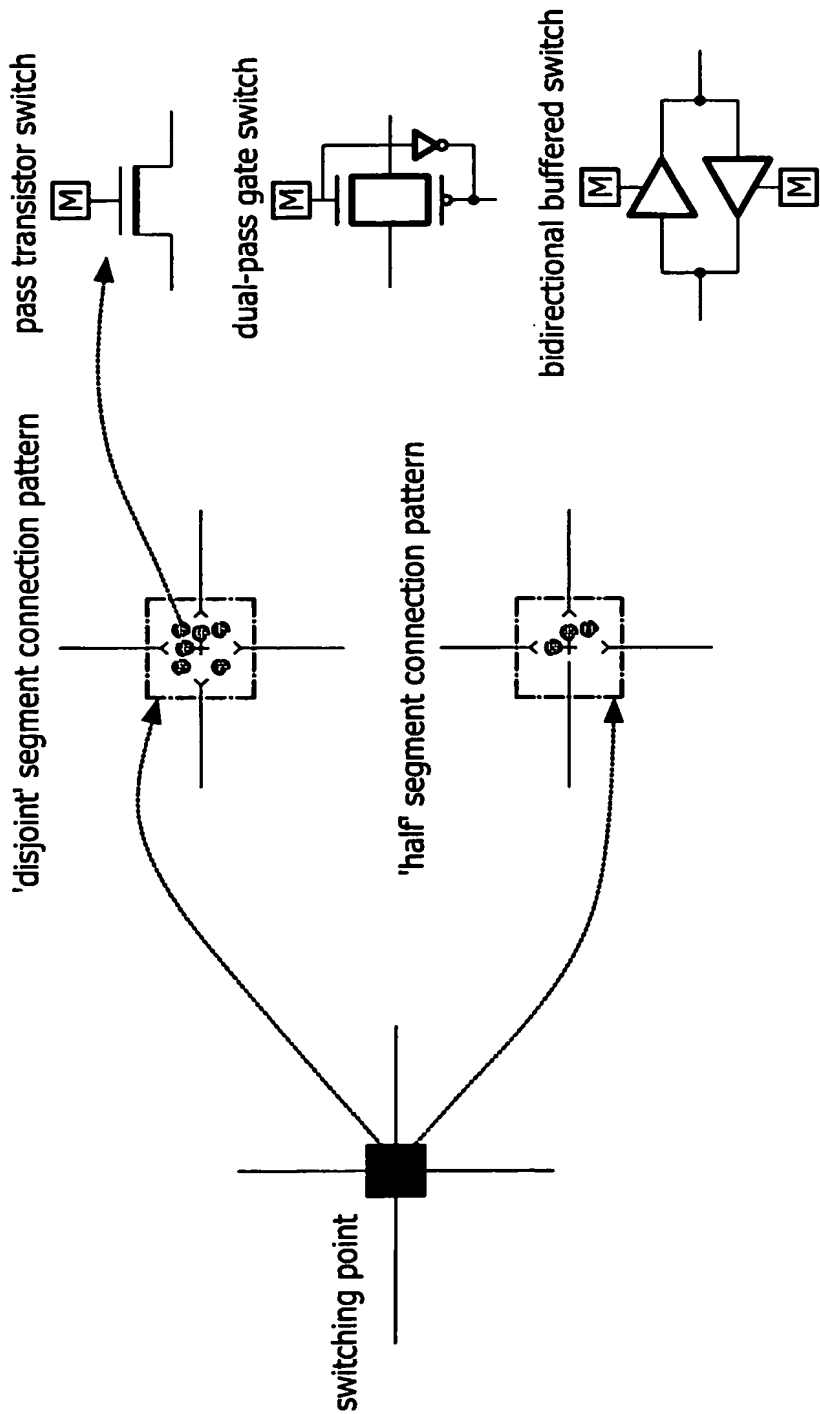


FIG. 14a

FIG. 14b

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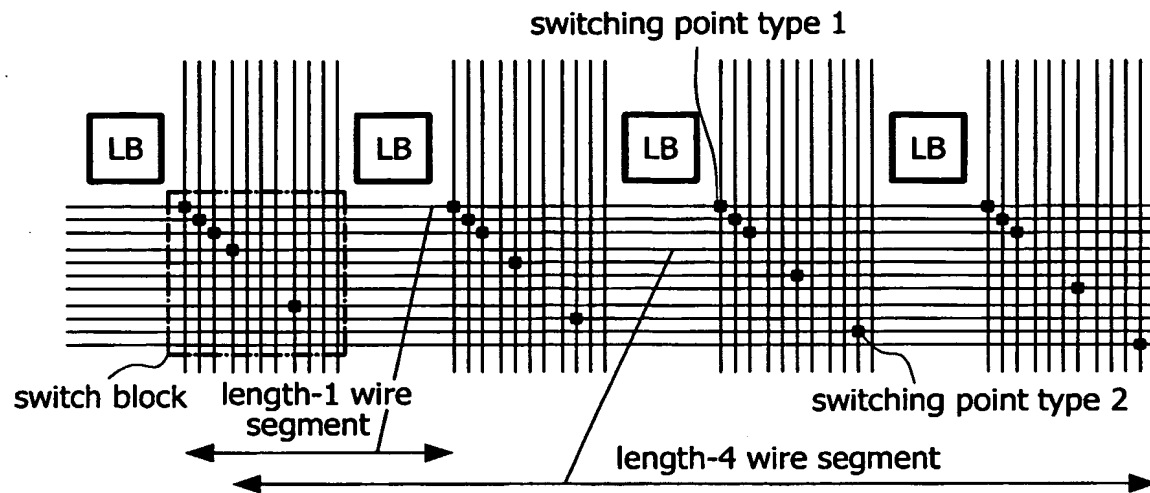


FIG. 15a

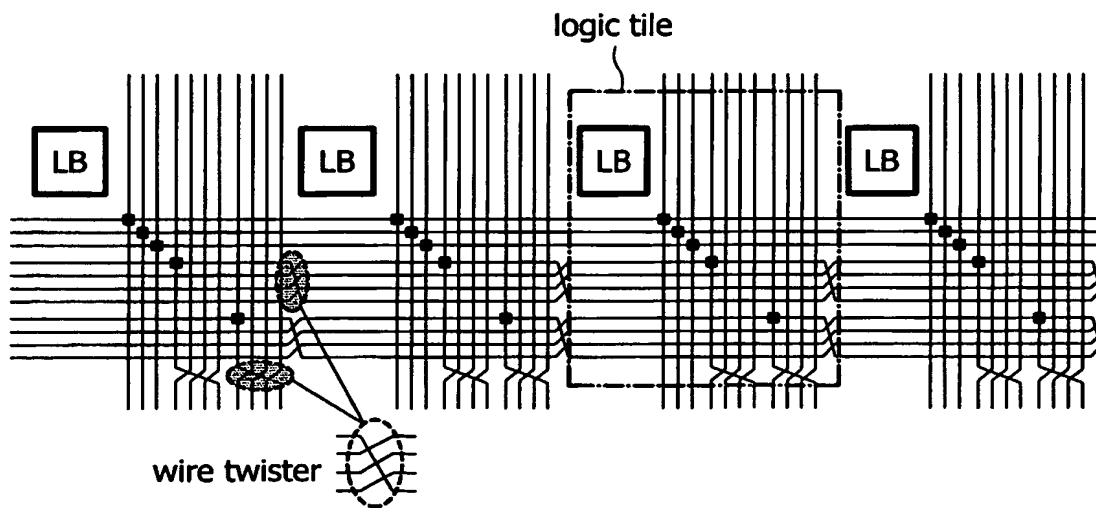


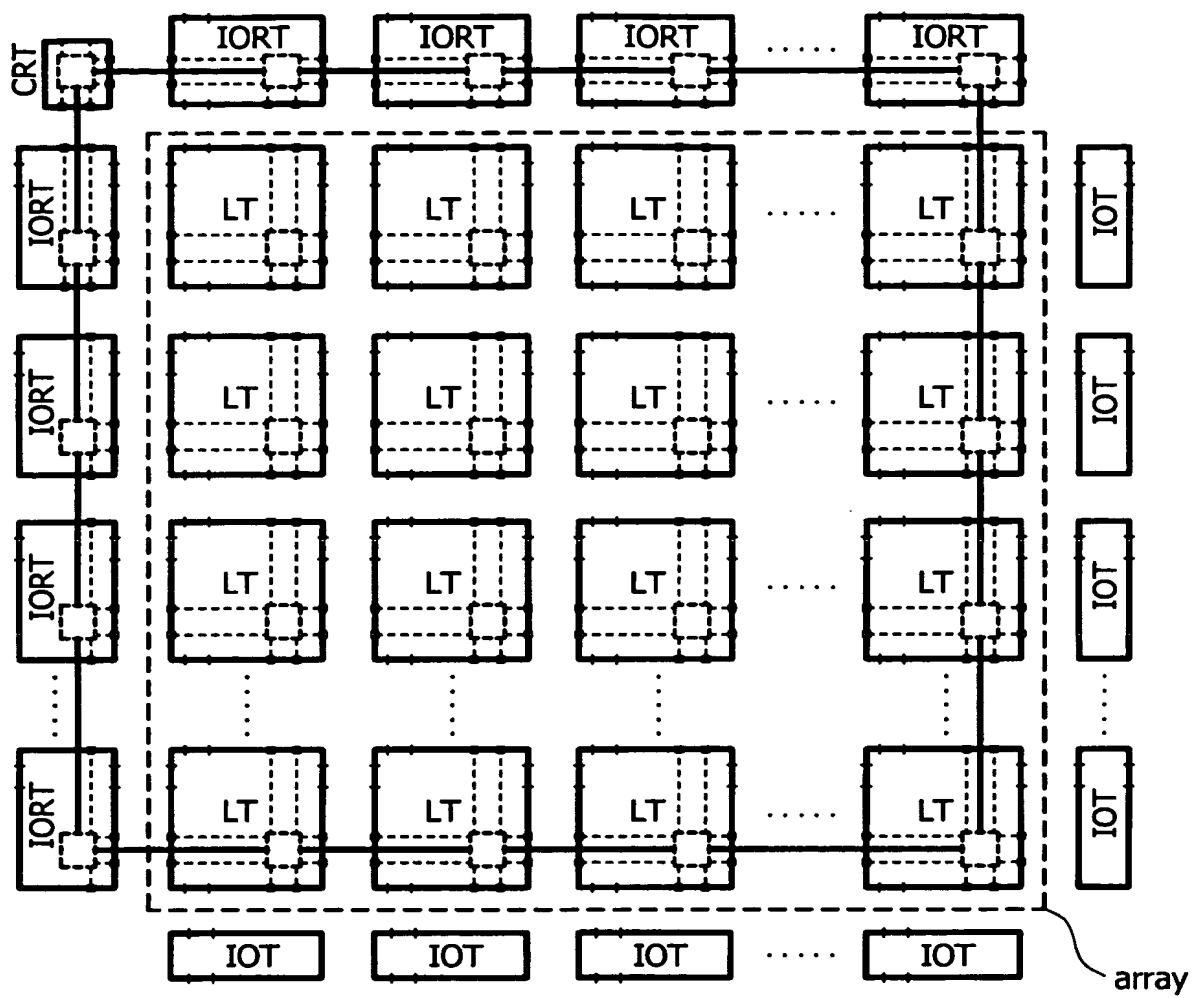
FIG. 15b

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Switching matrix	Twist matrix
1 0 0 0 0 0 0 0 0 0 0 0	1 0 0 0 0 0 0 0 0 0 0 0
0 1 0 0 0 0 0 0 0 0 0 0	0 1 0 0 0 0 0 0 0 0 0 0
0 0 1 0 0 0 0 0 0 0 0 0	0 0 1 0 0 0 0 0 0 0 0 0
0 0 0 2 0 0 0 0 0 0 0 0	0 0 0 0 0 0 1 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 1 0 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 1 0 0 0 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 1 0 0 0 0 0 0
0 0 0 0 0 0 0 2 0 0 0 0	0 0 0 0 0 0 0 0 0 0 0 1
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 1 0 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 1 0 0 0
0 0 0 0 0 0 0 0 0 0 0 0	0 0 0 0 0 0 0 0 0 1 0 0

FIG. 15c

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Input/Output Tile with Routing (IORT): top

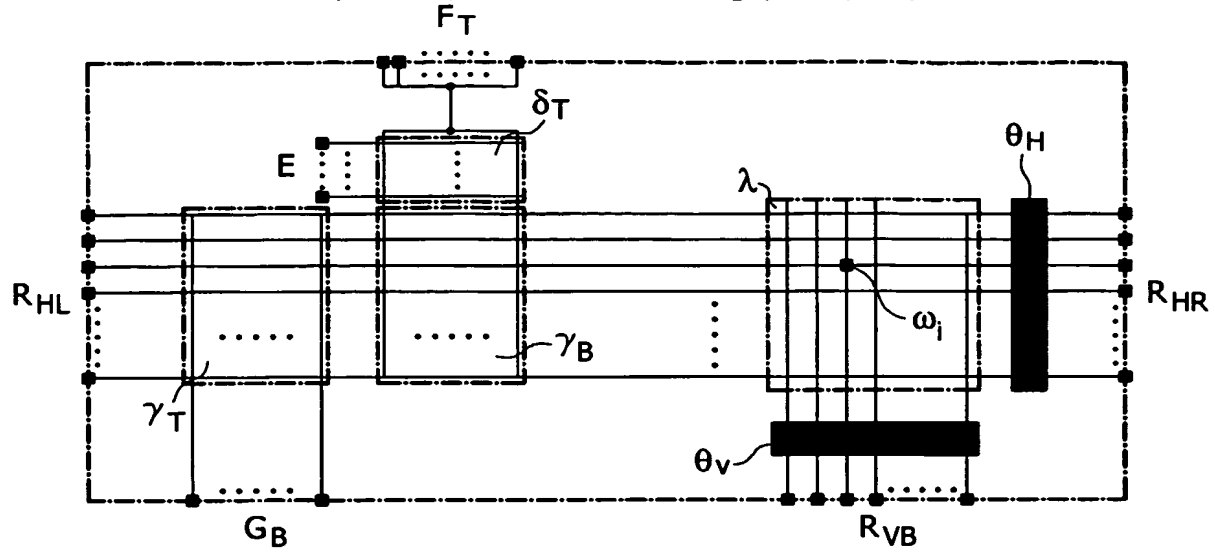


FIG. 17a

Input/Output Tile with Routing (IORT): left

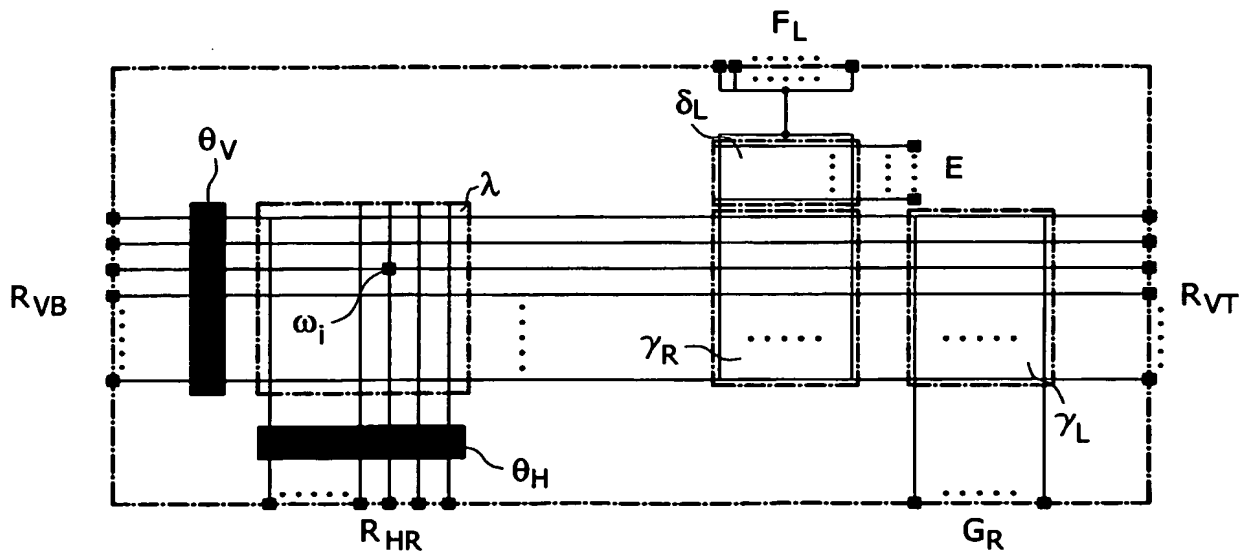


FIG. 17b

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Corner Routing Tile (CRT)

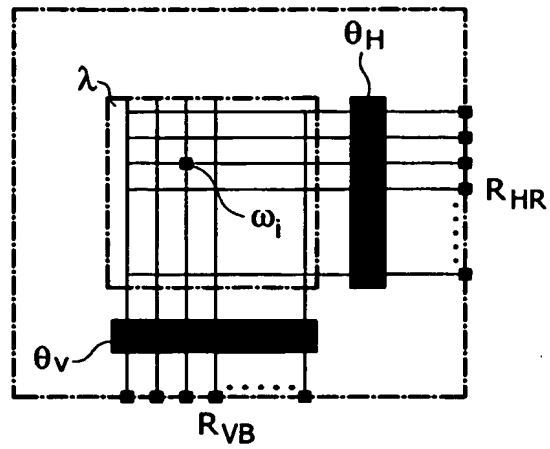


FIG. 17c

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Input/Output Tile (IOT): right

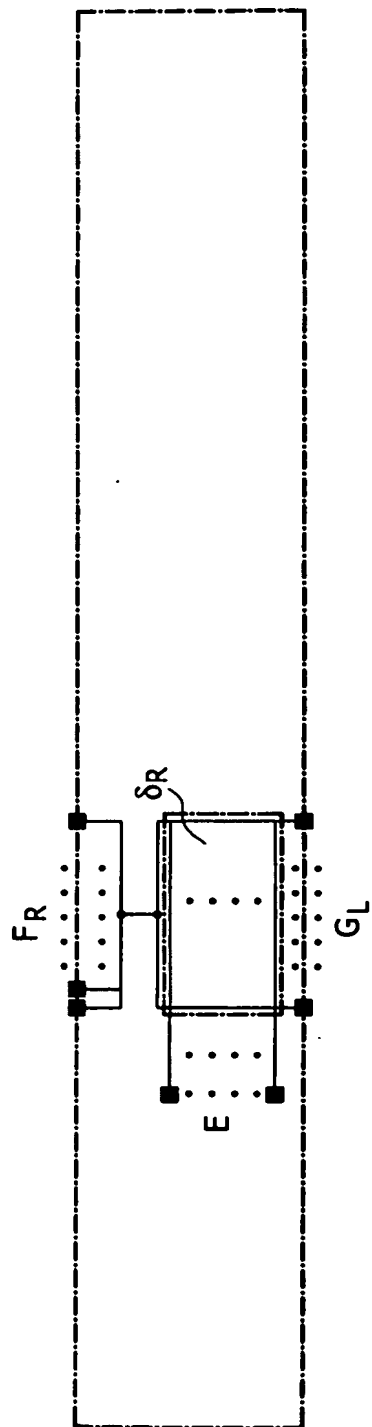


FIG. 18a

Input/Output Tile (IOT): bottom

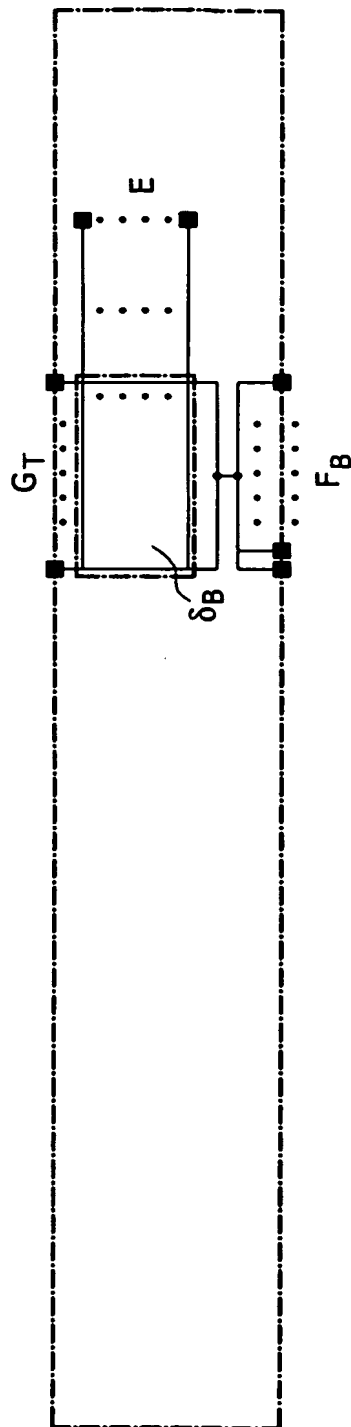


FIG. 18b

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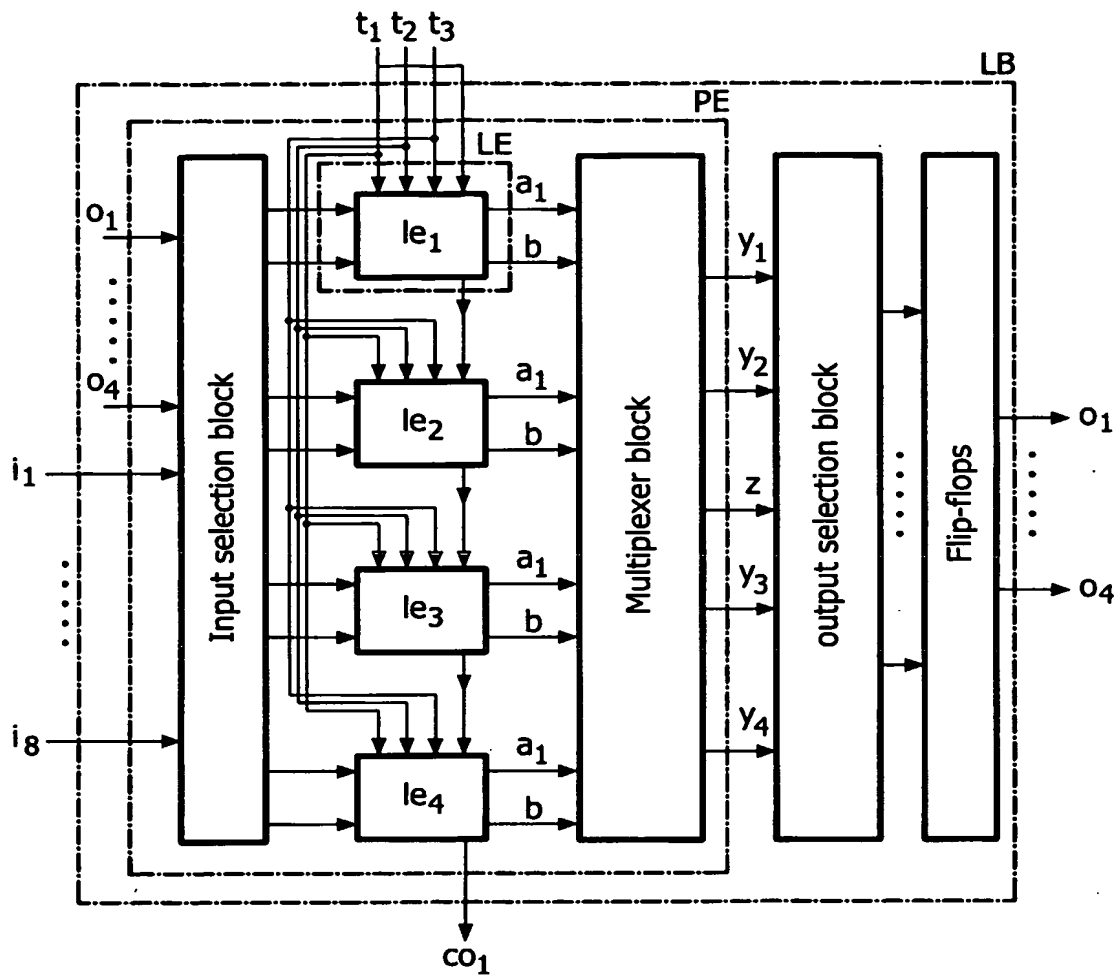


FIG. 19